

# *The Treaty*

A ROLE-PLAYING GAME

for 3–8 players

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Two players are *foreign diplomats*. They are trying to negotiate an important treaty, but they don't share a common language. They can only communicate through gibberish speech and body language. They must rely on their translators to provide them with meaning.

Two other players are *translators*, each working for one of the foreign diplomats (with three players, a single translator works for both). As translator, you must faithfully try to translate the conversation between the diplomats into actual words, based on your employer's intonation and non-verbal cues.

The remaining players are *observers*.

Each player has one *tap-in*, which is used to change roles. If you're a foreign diplomat, you can use your tap-in to become a translator. To do so, tap the table once and point to a translator. You then take that player's role as translator. That player becomes an observer and must then point to any observer (including him or herself), who in turn takes up the vacant role as foreign diplomat.

The game continues until everyone has used their tap-ins. It's entirely irrelevant if the treaty is successfully concluded or not.